

**AMENDMENTS TO THE SPECIFICATION**

Amend the paragraphs starting at line 26 on page 26 and continuing to page 27; line 8 of submitted with the Preliminary Amendment dated January 20, 2005, as follows.

Figure 9B shows an exemplary action selection method according to a graph search strategy. Again, in stage 1 the process begins by determining the state of the world (virtual environment), including the state of the intelligent agent and of the objects in the world. In stage 211, the intelligent agent is queried. In stage 123, the intelligent agent obtains a set of legal (permitted or possible) actions for each world object; preferably each world object is queried as shown.

The method now branches into two parts. A first part, shown on the right, is performed for each action path. In stage 413, an action to be performed is simulated. In stage 514, the effect of the simulation is determined for the world, and is preferably determined for each world object in stage 615. In stage 716, a grade is determined for the effect of each action.

In stage 817, the state of the objects and hence of the world is determined, as is the overall accumulated reward of an action. In stage 918, the effect of the action is simulated on the intelligent agent; preferably the effect between the intelligent agent and each world object is also considered in stage 1019.

Turning now to the left branch of the method, in stage 1120, all of this information is preferably used to determine the action path with the highest reward. In stage 1221, the action is generated. In stage 1322, the action priority is set, preferably according to the action grade or reward. In stage 2314, the action is placed in a queue at the action manager, as for Figure 9A. In stage 2415, the action is considered by the action manager according to priority; the highest priority action is selected, and is preferably executed in stage 1625.